SUC-SESSION

YOUR MAGAZIN FOR THE SINCLAIR SPECTRUM

- News
- Happy Birthday, Sir Clive!
- Reminder of Wolfgang Haller
- VTech Laser 210
- Adventure solution »Dangermouse in The Black Forest 2«
- Gotek Floppy-Emulator for the Spectrum +3
- Demos and Games
- And much more...

ISSUE

226.

OF YOUR MAGAZINE

FOR SUBSCRIBERS WITH SCENE+ DISK

THE NEWEST AND BEST PROGRAMS DIRECTLY DELIVERED TO YOU

EDITORIAL

Dear SUC readers,

as we can hardly not recognize, we are in the meantime at Corona Part II. I think and fear that some of us have been hit by it. Others, like me for example, have missed CoVid-19 so far. The pandemic still has us in its grip and is fired up by reigning populists who talk the virus down or by people who take advantage of the situation to put forward crude theories. All this is more than annoying. I can imagine that many of us, including myself, wish for normality to return, which we did not even notice at the beginning of this year because it was a matter of course and omnipresent.

But perhaps with the worldwide development of a vaccine, a silver lining will slowly appear on the horizon, and I expect that various opponents of the vaccine will speak out against it. It is to be expected that events will continue to be cancelled, including retro-computer and Sinclair events.

But there is also a ray of hope here.

The Spectrumania 2020 took place on 5.9.2020 and on **6.9.2020** in **Wittenberg**. The club meeting of the **Joyce-User-AG e.V.** on **19.9.2020** and 20.9.2020 in **Wolfhagen** took place on place two weeks later. The coronavirus could not prevent both events. Current information can be found in the forum at forum.tlienhard.com and on the Joyce-User-AG e.V. at www.joyce.de.

This booklet offers again some current information. This time there is no story of mine in it. Instead I will present computers from around 1983 in this and the next issues, which were similar to the Spectrum and had the same target group. Let me surprise you.

That´s it from my side as editor.
Maybe we'll know more about the Corona pandemic when the next issue appears. Until then I can only hope, that all stay healthy!

In this sense!

Best wishes, Joachim September 30, 2020

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IMPRINT

The SUC-Session magazine appears in German and English and can be subscribed together with the disk-magazine ***SCENE+*** at the ***»Spectrum-User-Club«.*** For further information please contact Thomas Eberle.

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Copy deadline for SUC SESSION 227

Wednesday, 11 November 2020

READERS LETTERS

Since there was also a lot to discuss, we received a lot of letters from readers this time. Keep it up! An e-mail is quickly written, so keep sending your questions and comments to:
thomas.eberle@sintech-shop.de

The first one was Rob Uttley from Nantwich, UK:
Hi Thomas,
I'm not sure if this is the right way to let you know, so apologies if it is not!
I'm not even sure if I have any remaining issues in my subscription (if not, please let me know and I'll subscribe again!)
Please keep up the good work. I have not yet contributed to the SUC-Session magazine but I hope to do so, one day.
Best wishes, Rob Uttley

Hello, Rob,
thanks for the message. We do not have strict rules. The main thing is that you let us know somehow, that you have moved, so that you can continue to receive the magazine. Your praise motivates us to continue. We will wait for your article.

Ferdinand Lenhardt from Schwabach pointed out a mistake:

Hello Thomas,
I had ordered the PDF for the new SUC session package. However, 3 or 4 weeks ago the SUC Session 225 arrived in paper form. Since it's a good thing to have the booklet in paper form as well, I transferred the difference of 14 EUR to Mirko's PayPal account.
Many greetings, Ferdinand

Hello Ferdinand,
such a mistake should not happen to us of course. The booklet is a project that makes no profit, but should of course cover the costs. Therefore we have to keep the costs low. In this case it was of course good, because it gave you a taste for it and now you have subscribed to the complete magazine. Have fun with it.

Claudius Rebhan from Peiting wants to subscribe to our magazine:

Hello!
I'm interested in the SUC-Session Package 1 magazine, so can I find out when Spectrum Next will be released?
Greeting, Claudius Rebhan

The Spectrum Next was announced almost three years ago and has finally been delivered to pre-orderers between our issue 225 and 226. But that still doesn't mean that the Spectrum Next is available for order anywhere. You could only pre-order it, there is no way to order the computer at a computer store or mail order company, even if it is on the market now. Of course there are some offers on Ebay, but meanwhile you can also place a new pre-order. But it can happen that it again takes a long time until it is delivered (or never, that is not sure):

https://www.kickstarter.com/projects/spectrumnext/zx-spectrum-next-issue-2

Eberhard Häger from Schwieberdingen would like to go to a Spectrum user meeting again:

Hello Thomas,
just transferred by PAYPAL for the subscription I am looking forward to the magazines and discs. Oh yes:. Is a Spectrum user meeting actually planned for this year?
Greetings Eberhard

Hello, Eberhard,
Due to the corona situation, I already assumed that everything would be cancelled this year, but the event in Wittenberg found a way. Furthermore, the Forever in Slovakia will probably take place in September. I just came back from a holiday there and there are no more special restrictions. In Germany we hope that next year everything will be back to normal and that the meeting in Sonnenbühl on the Alb will then also take place.

Franz Large from Hirschberg is back after some time of abstinence:

Hello Thomas,
Unfortunately, for various reasons, I am only able to answer you today (i.e. after a long, long time). As a club member I would like to stay with you. Since my Opus was a bit capricious in the past, package 2 is probably the right one for me. Please let me know the current price so that the money can be transferred to Mirko's account (at the time of your letter the amount was 18 €, but probably it has become more expensive in the meantime).
Many greetings, Franz Large
P.S.: Would it be possible to still receive the issues published since the end of my subscription? Price?

Hello Franz,
In fact, we too will have to adjust the subscription rates, but for the time being everything remains the same until the final decision has been made on whether to continue with SCENE+. At the moment it doesn't look that it will be continued, this would make the subscription rather cheaper than more expensive. As far as your Opus is concerned, a replica could possibly relieve your old hardware, here is an interesting project:

https://github.com/alvaroalea/opusdiscovery-clone

Herbert Meyer from Neu Wulmstorf took part in the topic of how to continue with Scene+:

Hello Thomas,
in the end I will take what I can get, this is certain. One magazine is already great! I would just send the software as a zip-package. Then everyone can transfer the software to their own favourite medium if necessary. Although, holding the disks in your hand and loading them easily, that's really great!
In the end you have to do what is affordable. A real magazine with tests, news and other reports would still be desirable. Only as PDF, no print edition. I would also only offer a single version. Download PDF and Zip in one file and that's it ;-)
Many greetings, Herbert

Hello, Herbert,
it will probably be that in the future we will always print links to tested programmes in the magazine, so that users can download it themselves. What is missing, of course, is the conversion, which mainly concerns Opus and also +D User. That was also what made the SCENE+ so special. We also have a team of experts for this, but nobody else to put together the disk magazine.

Peter Dörwald would also like more links:

Hello Thomas,
have just paid Mirko for PDF/tap via PayPal Is there actually a download link for the tested programs and demos?
Greetings, Peter

Hello, Peter,
Following your suggestion, you will find the download links for the tested programmes in this issue. Originally we thought that we would deliver the best programmes on floppy disk anyway, but with the large number of programmes currently being released, this is utopian.
Demos can usually be found at www.pouet.net. Games that I have tested are distributed on several sites, one of them e.g.

http://www.indieretronews.com/p/zx-spectrum_28.html

Otherwise, simply enter the game name, ZX Spectrum and download into the Google search mask.

Frank Ruthe from Wittingen had written to us some time ago:

Hello Thomas,
many thanks to all three of you for the new issue 224. I suppose I'm like many of you - i tend to consume rather than produce in the already limited leisure/family/house/etc. bubble.
But that is not quite true for me: I "blog" now and then on my own page on the subject of retro rubbish (Spectrum/Amiga). On the former especially my "Adventure - Return to my 8-bit roots", which I started in 2017 after the start of the ZX-Spectrum-Next-Kickstarter campaign.
What I could offer - if you're interested - is to translate the articles into German (currently it's all in something like English :-)) for the SUC session. At least for some more issues of the SUC session this could contribute some content (incl. pictures/graphics).
Oh yes, here you can fly over the (Sinclair-relevant) scope:

https://www.ruthe.info/tag/sinclair/

If you think you could use some of it, please contact us!
Greetings and thanks, Frank

Hello, Frank,
we are always interested in articles. It is interesting to see what our readers all do, there are even more users with their own websites and spectrum content. It would be a great idea to combine all this into a website with a club magazine, but it has been a failure so far. Maybe there will be someone who can improve our homepage accordingly, so that we can publish content there and then put it in a great maga-zin. Then the articles are not all written by the same author. We are coming to you because of some articles. Many thanks for the offer.

Bodo Langer from Dinslaken would like to receive further programmes on disk:

Hello Thomas,
Thank you for sending us the latest SUC session. It was in the mail last week. The issue is, as always, very neith...
For the SCENE+ discmagazine I would vote for programmes. In my eyes it doesn't have to be a real magazine with text part. I wish you a nice day and above all good health in this critical time.
Many greetings, Bodo

Thanks Bodo, health is always a good treasure. I also think that a pure magazine with programmes and a simple menu should be within the realm of possibility. Just... who does it?

Lothar Ebelshäuser from Kall-Scheuen would also miss Scene+:

Hello Thomas,
Your letter touched me. Personally, I would like to see the SUC session and the Scene+ on +D continue. Only through the club is there still software for the +D. And the programmes are always good. If a little less text, that's ok. That's what the booklet is for again.
In how far I can help something, I don't know. But I'm ready to talk. So that's it for today. In any case, I wish you a wonderful Easter day.
Many greetings from the Eifel.
Lothar

At last we have someone who is also willing to take on something. Let me briefly describe the task. First of all, we have to choose which programmes should be included in SCENE+. A team of hackers is ready to help with the conversion. The only thing missing is the team leader who selects the programmes and creates a menu. For the menu, it would be good if a resourceful programmer could perhaps program a kind of "menumaker" so that you only have to enter the names. A kind of bootloader, as we know it from TR-DOS. By the way, most subscribers use the good old Opus Discovery. So knowledge on the Opus would be good; what runs on the Opus also runs on +D. On MB02 anyway. But Opus has a few pitfalls as well... Maybe there is a small team of Opus and +D users... would like to get in touch with us.
That's it with the letters to the editor.
See you next time! Thomas

NEWS IN SHORT...

Spectrum Next - The second Kickstarter

For a long time it was not certain whether further Spectrum Next units would be produced in addition to the almost 3000 units of the first generation. Apparently, the company does not want to produce the devices without pre-ordering in any case and therefore offered the device again on the platform "Kickstarter". This time the following versions are available:

- ZX Spectrum Next Plus
- ZX Spectrum Next Accelerated

The Plus device has Real Time Clock, expansion port for a Rasberry Pi as accelerator and will be available for 300 GBP. The Accelerated model has the Rasberry Pi built in directly and thus extends the possibilities, and will be available for 325 GBP. Currently more than 3000 users have already pre-ordered the accelerated version. As some of the backers buy more than one device, the number of

sold devices will definitely increase compared to the first project. Due to this success there are already the following additions (Stretch Goal):

- 2MB Ram instead of 1MB
- Fully coloured manual
- Special version of *»Baggers in Space«* (a Game by Jim Bagley)
- Dawn of the night (new game)
- Extra 16GB SD memory card with even more software

Most likely there will be more programs and Extensions to come. The project generated over one million GBP in orders in a few days and will run until September 10th.

https://www.kickstarter.com /projects/spectrumnext/zx-spectrum-next-issue-2

Jetman complete

Since Jet Pac, the Lunar Jetman has been one of the heroes on the ZX Spectrum. In the MagZine "Crash" there was a comic included, that now is combined into a booklet. Not only the collected comics from all old Crash magazines are included, but also new stories. The resulting booklet with 60 pages is available with a cardboard cover as well as a hardcover at

https://fusionretrobooks.com/collections/ retro-books/products/the-collected-adventures-of-jetman?variant=32043226955870

Rick Dickinson live at the Spectrum 35

Rick Dickinson was not just any designer, he gave both the ZX81 and the ZX Spectrum the design and face we know well. From the beginning he was working for Sinclair, and ultimately the Spectrum followed him all his life, working on both the VEGA+ project and the Spectrum NEXT. He died of cancer on April 25th, 2018.

I was personally fortunate to meet him and we spoke together, both in preparation for and at the Spectrum30 anniversary meeting at Anglia Ruskin University in Cambridge, and at the Spectrum35 show at the Centre for Computing History Museum, also in Cambridge. The lecture that Rick Dickinson gave there on October 28th, 2017, regarding the design of the ZX Spectrum NEXT, was probably the last at least major appearance by him. A short time later he concentrated on the fight against cancer, which he ultimately lost. Unfortunately, the video equipment was rebuilt for the big performance and some things went wrong, so that there were no usable recordings of this performance at first. Jason Fitzpatrick from "The Centre for Computing History" had set himself the task of collecting all the material for reconstruction and he received both the documents from Rick and the sound recording of the lecture from a user unknown to me. Together with the existing visual material he was able to reconstruct the lecture as far as possible during the now quiet Corona period (the museum is closed). Now everyone can be present once again at Rick's last big performance:

https://youtu.be/TbFYoWTdy3Y

Fusion ZX Magazine

We already wrote about the Fusion Magazine in the SUC issue 223. Meanwhile thirteen issues of the Fusion magazine have already been published. In our report we had complained that the amount of content especially for ZX Spectrum is almost zero. Apparently the publisher has also realised that users want their own magazine for their system. So far special editions for C64, CPC, Amiga and the ZX Spectrum have been published. But not only that! Only the Spectrum magazine is also available as an online version and this even free of charge. It is an experiment for a magazine form, which is very interesting. Not only can you read it, but you can also watch videos of the games presented or enlarge pictures directly on the page. One can almost speak of an interactive magazine. Maybe a great concept for the future, maybe also for our SUC session. Concerning the content we have to say that it is a very nice Magazine with finally a lot of spectrum content. However, I (te) feel that the quality of the researched articles is not as high as that of the Crash magazine from the same publisher. However, the Crash edition is also considerably more expensive and has so far only been published annually. The ZX issue seems to be an unique issue, but you should definitely have a look at it for free:

http://www.retro-now.com/flip-book/zx/mobile/index.html

Spectrum Magazine Online

If you are looking for Spectrum magazines, you can at least have a look at some of the best known ones here online:

https://evert.meulie.net/2011/08/09/zx-spectrum-magazines-available-online/

The collection is very large and contains not only the well-known magazines such as Sinclair User, Crash and Your Sinclair, but also less well-known magazines such as Impuls, Advanced ZAT Programming or the Dutch *Disciple Nieuwsbrief*. I hope the whole thing will be extended, we are still looking for storage space for the SUC session...

New bootloader for M-DOS

For those who have a didactic computer or the compatible D80 floppy disk system, there is an interesting new program. UB880D has a completely new bootloader. With this you can install several systems. I don't know more about it, but here is the address:

https://ci5.speccy.cz/mdos3/mdos3-download

Description in English is also available on the website.

More freeware from Velesoft!

VELESOFT has published some freeware on its site that used to be shipped with the ZX magazine, configured as D80 disk images. They can be read or even converted by an emulator.

https://velesoft.speccy.cz/download.htm

Arcade on the ZX Spectrum

How do you implement an arcade game on the Spectrum? Rui Martin has done it and reports about it. To read and watch on

https://ci5.speccy.cz/mdos3/mdos3-download

New interface for Spectrum Next: DB+

Soon after the Spectrum Next arrived, the first modifications have been made. Even though the Spectrum Next has almost everything, (some even think too much), there are still fans and users who are missing something. An on/off switch for example and a second SD card slot. The DB+ interface jumps into this gap and offers even more options. Via Bluetooth you also get access to the control unit and can switch the computer on and off remotely. Do you need that? If you are not afraid to open the computer and dare to install it into the NEXT, you might consider it. For 50 GBP the installation kit including programming device for updates is available from

https://daxdevices.com/

Further Spectrum user meetings

Beside the Spectrumania in Wittenberg on September 5th - 6th, there are some more meetings taking place, hesitating because of COVID19.

In the Czech Republic the KapliCon 20 is in the starting blocks and takes place not far from the German border in Kaplice from August 28th to 30th. Info and registration:

https://ci5.speccy.cz/news/kaplicon-2020

The Forever Party in Slovakia, on the other hand, is still postponed until further notice.

HAPPY BIRTHDAY, SIR CLIVE!

Sir Clive Sinclair had his 80th birthday!

80 years ago, on 30 July 1940, he was born near Richmond in Great Britain. An inventor and entrepreneur, he is the spiritual father of the MK-14, ZX80, ZX81, ZX Spectrum, Sinclair QL and the Cambridge Z88. He has also made the world happy with his C5 electric vehicle. He was way ahead of his time with the C5, although admittedly the vehicle did not quite live up to expectations. A pity actually.

Many of his inventions are rather unknown and were not very successful. In 1986 he sold his company, Sinclair Research Ltd. to Amstrad, they continued to run the Spectrum with the models +2A, +2B, +3. In 1983 Clive Marles Sinclair, this is his full name, was knighted by Queen Elizabeth II and is allowed to held the title "Sir" ever since.

We congratulate Sir Clive on his 80th birthday and wish him many more healthy years! Happy birthday!

FusionRetroBooks came up with the idea of reissuing an annual CRASH magazine, an idea then presented and financed through crowd funding. It all started in 2018 with a retrospective of the ZX Spectrum year 2017, so it was obvious that the 2019 issue reviewed here essentially covers 2018.

This is, however, not a simple chronology of events that happened, but instead about the transfer of background knowledge - the magazine contains much more than just a summary. Beside the columns already known from the historic Crash like "Playing Tips", "Adventure Trail" and "Tech Niche", there are much more background stories, cleanly researched and quasi timeless.

The magazine has been produced absolutely professionally down to the smallest detail. The stories are completely compiled and very interesting. If you think there's nothing new you could write about the Spectrum, you might be surprised. An interesting example is the history about the game "Bandersnatch" - developed by "Imagine" - that never made it to the shelves. Another very comprehensive report covers the Spectrum Next, its software and hardware, of course already outdated by the time of writing. But, of course, Crash is and remains a magazine that reports on the latest software and here is also my only small point of criticism: There are way too many games for this small magazine. The reviews are very comprehensive and good, but only a random selection of the games could be covered. They are neither the best (subjectively) nor the best known, but simply a collection of some games that have been selected rather randomly. There's apparently a remedy in sight, though – see below.

For the re-creation of the magazine a whole team of former Crash employees have joined forces: Starting with Roger Kean as editor-in-chief to Simon Goodwin, Nick Roberts or Gareth Perch, the list of authors contains many former Spectrum/Crash celebrities. They have all done absolutely professional work and the magazine looks as like fresh from the eighties.

For the price of £15.00 you get a hard cover 120-page magazine. It is therefore more a book than a magazine and offers a lot of reading fun. It is available on

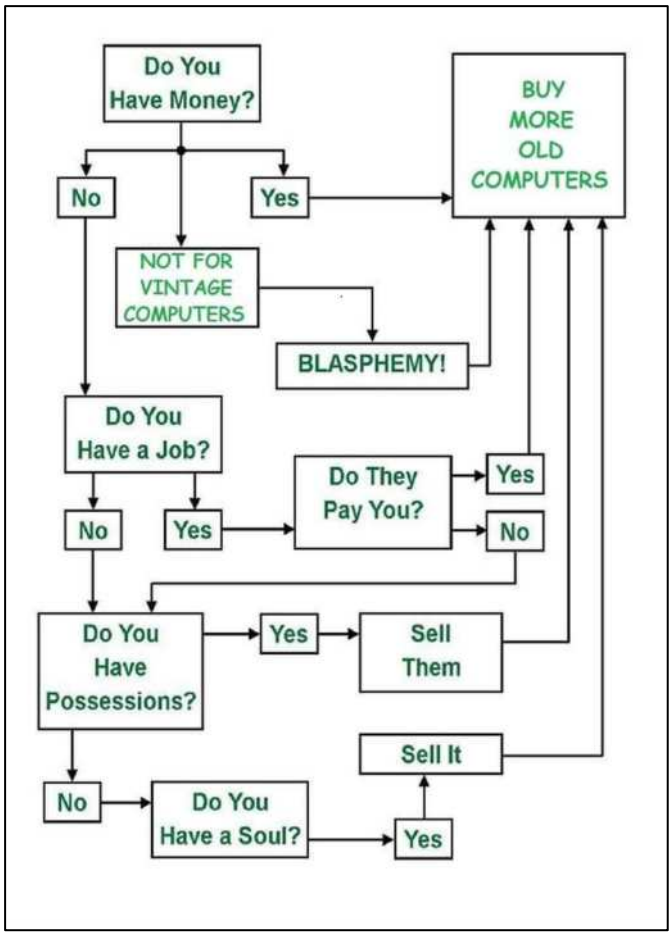
https://fusionretrobooks.com/collections/retro-books

By the way, the next issue seems secured, almost 1400 backers have pledged:

https://www.kickstarter.com/projects/47744432/crash-annual-2021-issue-101

Off press: Due to the great success, Crash intends to publish quarterly in the future and will include program tests of ALL Spectrum software released during this period. We're looking forward to this and keep our fingers crossed for the future of this project.

(TE)



WOLFGANG HALLER
31.05.1953 - 23.08.2010
REMINDER OF A FRIEND

Wolfgang Haller, the director of the SPECTRUM UND SAM PROFI CLUB COLOGNE, died ten years ago. Many of us knew him, I myself was not allowed to get to know him better. Wolfgang Haller died as a result of a stroke during a rehabilitation treatment.

Lothar Ebelshaeuser was a close friend of him, and he wrote the following memoirs for his close Friend Wolfgang: (JG)

Wolfgang and I got to know each other when we were about 7 - 8 years old. The first thing that bonded us was playing football together in the schoolyard of the nearby school.

Friendship goes through the stomach. Sometimes he ate with my parents, sometimes I ate with his parents.

I also got along well with Wolfgang's brother and sister. With Wolfgang it never got boring. Again and again he thought up some dude to give us something to laugh about. Once I was sitting in his old DKW and he hit the brakes at the traffic lights so hard that I crashed into the windscreen... The girls and the occasional beer were also part of our lives.

In 1976 his first son Stefan was born and in 1977 my son Sven. Both grew up together for a long time and were also trained at the same time. Meanwhile we lived house to house in Bensberg.

In 1981 something happened which was unique. I went to see Wolfgang and he was sitting in front of a television with a small black box and a cassette recorder in front of him. When I asked him what it was, he just smiled and said »*This is a SINCLAIR COMPUTER called ZX 81*«.

It was the first time in my life that I saw a Computer Live. He explained a lot of things to me and showed me various games. Now it was my turn.

Fortunately I was working in Cologne. The next day I went straight to a computer shop and a ZX 81 was mine. Right from the start we had a lot of fun typing in programs from different magazines, and playing games.

In 1982 the whole thing was repeated. Suddenly I saw Wolfgang sitting in front of a colour screen. »This is now a Sinclair Spectrum«, he told me. The next day I owned a Spectrum Plus. Out of honesty I must confess that Wolfgang was always ahead of me in Basic. So he was able to correct many listing errors. Stefan on the other hand was an ace in machine language.

So many years went by, and our common hobby always connected us. Of course we drank a beer together from time to time. With Wolfgang you could always eat well and celebrate well. We had many nice evenings together.

I always admired Wolfgang very much for the way he was absorbed in the work with his *SPC (Spectrum and SAM Profi Club Cologne)* and *WoMo team (WoMo Team= Wolfgang and Monika team).* Wolfgang kept the Spectrum Profi Club alive and active through his manner and his openness towards other people.

His last months were of course terrible not only for his family but also for me. He had a cerebral infarct and afterwards was not able to speak or work anymore. His death was a relief in his state

of health at that time. But also in his last weeks and months friends like Dieter Hucke, Dirk Berghoefer, Willi Mannertz and others always stood by him.

There are certainly not many people you never forget. People will remember Wolfgang for many, many years to come.

»DANGERMOUSE IN BLACK FOREST CHATEAU PART 2« - ADVENTURE SOLUTION

VON HARALD LACK

1984 Brian Belson, Edgar Belka and Kevin Buckner, Creative Sparks

Hello, fellow special agents,
we now come to the second part of the Adventure "Dangermouse in Black Forest Chateau", which we finished last time at the end of the first part with the code for today's part. Our task is certainly still well-known from the first part, so I will spare myself a repetition here. Unfortunately, we are in a somewhat uncomfortable situation right at the beginning, but that shouldn't bother us any further. James Bond always manages to escape from awkward situations. As described in my solution below, there is a way out, so that we can save the world after all. What would the world be without the agents?
But before that, again the obligatory look at the plan and the objects:

1. In an iron cage over a burning brazier (hier endete bekanntlich Teil 1)
2. In a dark dank dungeon / pair of tongs, small file, sharp knife
3. On a ledge beside a dirty drain
4. In a courtyard beside a pile of hay
5. In the stables / pair of pliers, rope, crowbar
6. In a maze with stone walls A
7. In a maze with stone walls B
8. In a maze with stone walls C
9. In a maze with stone walls D
10. At the bottom of a deep dark pit
11. In an old store room / wicker basket, barrel, some pegs
12. In a maze with stone walls E
13. In a maze with stone walls F
14. In a maze with stone walls G
15. In a large cold cellar in the middle of which stands a large coffin / silver bell, small mirror, tube of glue
16. In a small room at the top of a tower / silk thread
17. Perched on a narrow ledge high above the courtyard
18. In a library full of leather bound books / lamp on a table
19. In a corridor
20. In a music room / piano, trumpet, flute, pair of cymbals
21. In a musty old secret passage / old map on the floor
22. In a maze with stone walls H
23. In a maze with stone walls I
24. In a maze with stone walls J
25. In a maze with stone walls K
26. In a dusty passage filled with cobwebs
27. In a long low passage
28. In a museum full of dinosaur skeletons
29. Near the display cases / snake, dinosaur egg, pile of bone fragments
30. On some stairs leading down to a dark doorway
31. In a dark cellar filled with barrels of salt / ladder lying on the floor
32. At the top of the pit / key lodged in a deep crack
33. In a maze with stone walls L
34. In a maze with stone walls M
35. In a maze with stone walls N
36. In a maze with stone walls O
37. Amongst the dinosaur skeletons
38. Halfway up the backbone of a large dinosaur skeleton
39. On the head of a large dinosaur skeleton
40. On a balcony overlooking the museum / portraits
41. Next to a full-length portrait of a portly looking toad
42. In a secret passage
43. In a dome-shaped room which used to be an observatory / machine, two buttons

44. On a catwalk that runs around the observatory dome / slot in the roof of the dome

As already mentioned in the first part, the labyrinth is a bit too big and monotonous for my taste, they could have found some more imaginative location names. But we don't want to grumble, first of all we have to think of something ourselves :-)
And, so it goes on... time is pressing and we are obviously feeling a bit warm around our feet:

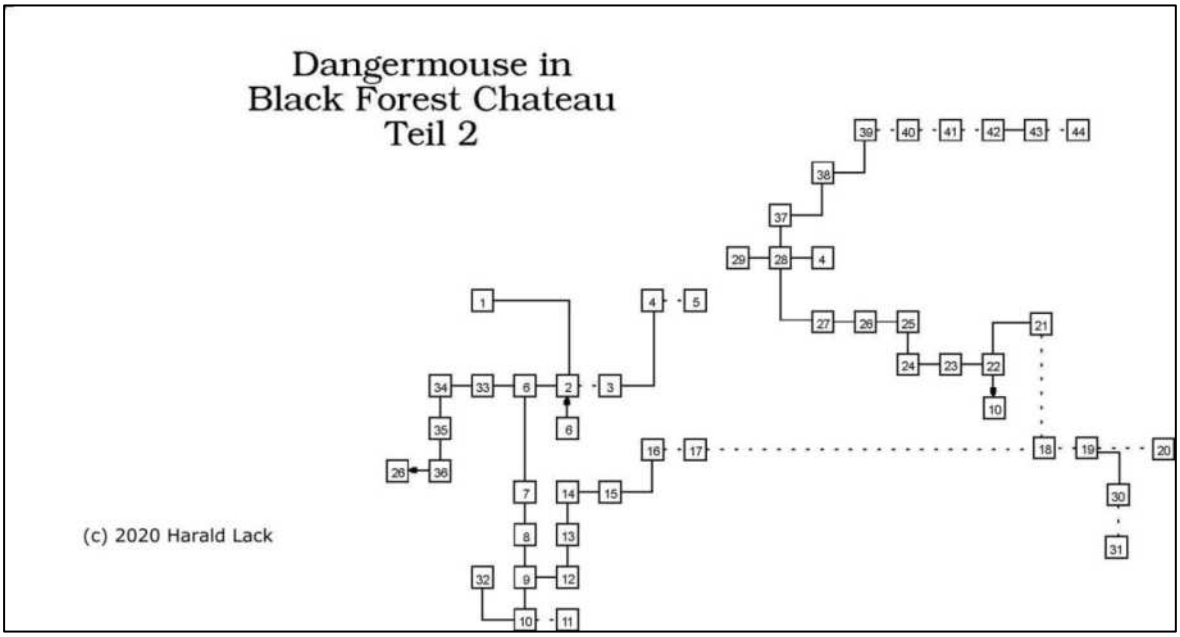
7842981, TAKE THE FILE, ENTER THE TUNNEL, CLIMB UP THE LADDER, ENTER
THE STABLE, TAKE THE CROWBAR, RETURN TO THE YARD, GO DOWN THE MOUSEHOLE, ENTER THE DUNGEON, KEEP THE FILE, ENTER THE PASSAGE, GO SOUTH, GO SOUTH, GO SOUTH, GO SOUTH, CUT THE PADLOCK OFF, TAKE THE BASKET, LEAVE THE STORE ROOM, RETURN TO THE MAZE, GO EAST, GO NORTH, GO NORTH, GO EAST, GO EAST, TAKE THE MIRROR, CLIMB UP THE STEPS, TAKE THE THREAD, EXAMINE THE WINDOW, LEVER THE WINDOW OPEN, CLIMB ONTO THE LEDGE, ENTER THE LIBRARY, ENTER THE CORRIDOR, ENTER THE MUSIC ROOM, TAKE THE FLUTE, LEAVE THE MUSIC ROOM, ENTER THE LIBRARY, SWITCH ON THE LAMP, EXAMINE THE SHELVES, TAKE THE MAP, CLIMB DOWN THE STEPS, GO WEST, GO WEST, GO NORTH, GO WEST, GO ALONG THE PASSAGE, GIVE HIM THE THREAD, CLIMB UP THE STEPS, PLAY A TUNE, EXAMINE THE DISPLAYS, TAKE THE EGG, GO TO THE STEPS, GO THROUGH THE EXIT, ENTER THE STABLE, TAKE THE PLIERS, RETURN TO THE YARD, GO DOWN THE MOUSEHOLE, ENTER THE DUNGEON, TAKE THE TONGS, ENTER THE PASSAGE, GO SOUTH, GO SOUTH, GO SOUTH, GO SOUTH, ENTER THE STORE, TAKE THE PEGS, LEAVE THE STORE ROOM, RETURN TO THE MAZE, GO EAST, GO NORTH, GO NORTH, GO EAST, KEEP THE MIRROR, OPEN THE COFFIN, KEEP THE MIRROR, TAKE THE CAPE, CLIMB UP THE STEPS, CLIMB ONTO THE LEDGE, ENTER THE LIBRARY, ENTER THE CORRIDOR, GO DOWN THE STAIRS, PULL OUT THE NAILS, GO THROUGH THE DOOR, TAKE THE LADDER, GO THROUGH THE DOORWAY, CLIMB UP THE STAIRS, ENTER THE LIBRARY, EXAMINE THE SHELVES, CLIMB DOWN THE STEPS, GO SOUTH, CLIMB TO THE LEDGE, TAKE THE KEY, CLIMB DOWN THE LADDER, RETURN TO THE MAZE, GO NORTH, GO NORTH, GO NORTH, GO NORTH, TAKE THE KNIFE, ENTER THE PASSAGE, GO WEST, GO WEST, GO SOUTH, GO SOUTH, GO WEST, GO ALONG THE PASSAGE, CLIMB UP THE STEPS, EXPLORE FURTHER, CLIMB UP THE SKELETON, CLIMB UP THE SKELETON, JUMP TO THE BALCONY, EXAMINE THE PORTRAITS, RELEASE THE CATCH, GO TO THE RIGHT, GO OUT ONTO THE CATWALK, PUT THE MIRROR IN THE SLOT, ENTER THE OBSERVATORY, EXAMINE THE MACHINE, PRESS THE GREEN BUTTON, PRESS THE RED BUTTON...

and now the success message...

Congratulations!! You've destroyed the pie-beam and saved humanity.

Now, if this didn’t mean success... And in the last minute, as usual.

See you soon in this space, probably with a new adventure walkthrough!



ZX SPECTRUM ADVENTURE GAME COLLAGE

BY GÜNTER GAWANDTKA

Günter Gawandtka has rediscovered his Spectrum and is once again fascinated by it! This is certainly familiar to us all. In a correspondence with Thomas, he developed an idea or picked it up again and explained it.

A new game is to be developed from a comprehensive collage of games that interact with each other. The game is based on a plot that has little or nothing to do with the original games.

The game collage is started with one game, continued in another game and ended with any game matching the plot. This requires a relatively large programming effort to let the games interact with each other - as far as I understand the principle.

To give you an idea, I list here the emails that were exchanged between Thomas and Günter. The prefixes are "GG" for Günter Gawadtka, "TE" for Thomas Eberle, and "JG" for myself. The fragments of sentences in italics and brackets are mine to complete the meaning of the sentences.

So, let us begin!

GG:

Hello Thomas,

(...) I got your e-mail address from Harald Lack. For the project described below I am looking for contact to experienced game programmers for the spectrum from 48k - 128k and their newer implementations!

I haven't done anything with the Spectrum for about 25 years, but I always had an idea to create new game collages like the ones I saw in England!

I have reported about it in my first article here! (JG: Sorry, I didn't find this post. Must have been before my time...)

If you're into Spectrum games and programming, I have a few questions:

How can we use nowaday ZX Spectrum with SD Card, to do the same as i did with the Disciple for my son, by saving games at the beginning of a level with snapshot to the disc, listing the Header and calling this entry address at the end of another game for reloading?

So I started a rocket for my son with JetPac, then flew to new targets in Star Raiders II, e.g. in Exolon (...) completed one of the callable missions at the beginning of the game, continued with Thunderceptor or Cyberun into a cave system (...) completed a (...) mission after 4 - 8 stations, and back to a landing in Jetpac.

Unfortunately my son has sold, sold, sold this collection with a 48K Spectrum and Disciple and 3 games - collages!

TE:

Hello, Günter,

this is a very interesting and also funny project. Actually every interface has a snapshot function, there are some of them. The most common is probably the DivIDE-Interface, which is also distributed by SINTECH in form of a DivMMC. Beside the standard OS you can also install a +DOS on it, with this the interface actually works the same way as the Disciple, only that it uses a SD card instead of floppy disks. If you don't want to use new hardware, you can emulate the Spectrum including the DIVIDE interface with new emulators like SPIN or FUSE or others.

Greeting,

Thomas

GG:

Hello, Thomas,

But with the new interfaces you can't list the header to change the variables for the entry addresses, so I need contact to programmers who are still working with ZX - games, to create a small start program, which calls the different snapshots, which are used to load screen images into the game - collages, according to the storyboard!

You have to try and run such a game-collage once, then you will see immediately how it differs from other known game software, after a short time, you are actor and director + producer like in a movie!

The fast reloading makes it just as fast playable as modern programs, but is much more interesting than with 50 - 100 levels that always look the same!

Greeting Günter

(JG: The next day:))

GG:

Hello Thomas,

had a first shy call in the forum, but i did not find any interested programmer. But maybe an experienced ZX-Spectrum Game Programmer is already useful for me to create a reload program for the snapshots!

For example, you create a special load programme from a mass storage directory, from where the images, texts and language information are called up in the order determined by the storyboard.

But I'm not fit enough to do all these details, so I would need a contact in my area with someone who knows more about it, who could help me!

Anyone who is familiar with the Spectrum's load calls, old and new mass memory, could certainly help!

If such a short reload program would be ready already, the presentation of the idea would be much easier!

It is certainly a good idea to present it in the "SUCSession" magazine!

I could then work it out accordingly: > basic idea, > game - collage with example to the storyboard in compact form.

(JG: The worked out idea is listed after these mails below).

When should it be ready for the next issue?

But the idea is not limited to old game programmes, it would be another possibility to create interesting and even self-designed game content in addition to games and adventures, which is especially useful for today's hype about mobile phones!

Greeting Günter

TE:

Hello, Günter,

in Germany there are still 1-2 game programmers. But they deal with their own topics. Maybe you can find someone who is interested in the forum, I don't believe it. Everyone is an artist and has his art in his mind. But I don't quite understand the problem, as I said before, it is with a DIVIDE and the +D operating system exactly as it was on Disciple. In this respect nothing has changed. The difficult thing is of course to find the entry addresses, then the same controls must be activated in every game etc. Everything is possible, of course, but it is always difficult to think your way into a foreign code. The idea is of course quite funny, but most game programmers deal with new ideas, not with setting up old ones anew. In general, the topic should probably be discussed internationally. Our club booklet would be suitable for this, where we can present it in the German and English editions.

(...)

Best regards

Thomas

So much for the email exchange between Günter and Thomas.

EXAMPLE GAME COLLAGE »THE SPACE-MUTANT PANDEMY« FIRST SECTION

The story, first part:

At the space station "PHOBUS 2", in Mars orbit, an amateur astronomer is picking up a Mayday-call on an old settler frequency with a radio - telescope!

Mayday > Mayday > SOS > save our souls!

A mutant threatens our whole galaxy sector, we are all in great danger! Followed by fragments of an explanatory text file!

Mayday > Attack of the "Callaterer", a race of particularly aggressive pirates ...

grabs us... colonies and... enslaved here all... life...

The immediate contact of the PingHOBUS 2 room monitoring system on a secure transmission frequency resulted in more precise information!

A brain parasite living from the metal salts and crystals in the bauxite ore, infected the "Callaterer" during a visit on "Korriban" (3000 years before settlement by the "Sith"), who dominated this race and turned them into aggressive wall pirates!

A warlike Cylon commando who boarded one of these Callaterer pirates - ore freighters was now attacked by the brain parasites, which then mutated there in these highly bred cyborgs - brains.

The mutated, twice as aggressive brain parasite is now constantly producing many larvae, which attack almost every living creature directly!

The parasites mutated in such a way, spread now also under the Callaterer, moving around there and spread on three populated planets of the Cylons!

Intensive research on captive "Callaterer races" resulted in the discovery of a large...

VTECH LASER 210

BY JOACHIM GEUPEL

In 1982, as we all know, the ZX Spectrum was launched as the successor to the ZX 81. At the same time, or a little later, a number of other computers appeared that were very similar to the ZX Spectrum. Most of them were relatively unknown both in Germany, which was not yet reunited, and in England. Some of the computers like the Thomson TO7 and the Oric Atmos were more successful in other countries. For example, the two computers mentioned were sold more in France than in Germany.

Some of the computers can also be found in my collection. Some of them had to be extensively restored, others obviously passed time without damage.

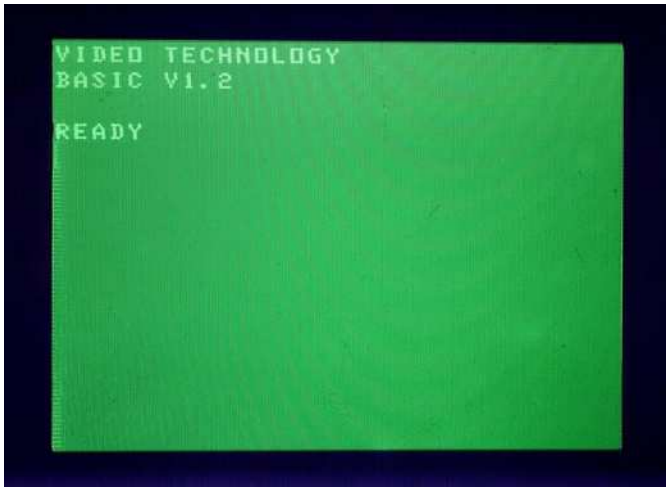
In the next issues I will introduce some of these computers here, starting with the ones that were or are most similar to the ZX Spectrum and then moving further and further away from the Spectrum. Except for the well-known models like C64, Atari XL/XE, the computers of the CPC-series from Amstrad or Schneider or the TI99/4a. These are known by

almost everyone who is familiar with computers from the 80s or collects them. I will also do without the presentation of the 16-bit-computers like Atari ST or Amiga. These are the successor generation of our 8Bit-computers and have no place here.

I will start with the Laser 210 from Video Technology.

The "Vtech Holding", originally "Video Technology Ltd", was founded in 1976. The (today existing) company is based in Hamilton, Bermuda and operates, at least for the time being, from Hong Kong. The main business is educational computers and educational toys for children up to 10 years of age.

The first computers that VTech brought to market were the Vtech Laser 100 and the Vtech Laser 110, which, unlike their successors, were not yet colour-capable. The series of laser computers starts with the Laser 100, which was equipped with 2kB RAM, followed by the Laser 110 with 4kB, the Laser 200 and 210 with a maximum of 8kB Ram and the Laser 310 with 16kB RAM. This series continues for a while and probably ends with the Laser 3000.



Start message after switching on

A special Version was the Laser 128. This one was the only legal existing Clone of the Apple IIc Computer. Regarding to wikipedia, Apple tried to prohibit the production of the VTech Laser 128, but because it was designed by reverse Engineering, the Copyright of Apple was not infringed, and the production was continued.

Now back to the Laser 210; it is based on the Z80 and is clocked at 4.7MHz. The 210 is a small home computer that is about the same size as the ZX Spectrum+. Although it was manufactured by V-Tech, it was sold in Germany by Sanyo Video. As the fourth model in the laser series, it differs from its siblings Laser 100 with 2 kB, Laser 110 with 4 kB and Laser 310 with 16 kB only by the size of its main memory.

Rear view with connectors

From model 200 on, the computers were equipped with a colour display. The device is identical with the VZ200, but has a larger memory.

After the start, the computer reports with the light green lettering "VIDEO TECHNOLOGY", the basic version of the ready message "READY" on a lime green background. The outer frame is just as black as on the Spectrum.

The computer has a rubber keyboard similar to the ZX Spectrum 16 and 48, which is more or less easy to use. Compared to the much scolded rubber keyboard of the ZX Spectrum 48, that of the Spectrum is much easier to use because, unlike the Laser 210, it does not tip to the side when the keys are pressed. As each keystroke produces a subtle beep, input is still reasonably safe.

The Basic, which is located in the 16 kB ROM, is a modified Microsoft Basic - modified to avoid patent infringement.

The Basic commands are either typed in directly line by line, but can also be called up as a keyword by combining the CTRL key with another key, as with the Spectrum will be. This is quite nice, because you have the choice. Personally I have some difficulties with the assignment of the keyboard commands, because I am used to the keyboard layout of the Spectrum. For example the commands "FOR" and "NEXT" are on the "F" and "N" keys of the Spectrum, on the Laser 210 they are on the "Q" and "E" keys.

The colour capability of the laser is slightly better than that of the Spectrum. The Spectrum has eight colours in two brightness levels, which are arranged in a matrix of 8x8 pixels. In contrast, the Laser 210 has nine colours, which are displayed in two modes. In the text display, mode 0, eight of nine colours can be displayed. In mode 1, the graphics mode, 128x64 block graphics characters can be displayed in four colours. The colours are divided slightly differently than in the Spectrum.

With Laser 210 the colour "WHITE" is omitted, but the colours "ORANGE" and "BUFF", a kind of light brown, are added. The colour matrix is only half as wide as on the Spectrum, it has 8x4 pixels and the height of a normal character. The colours and graphics are provided by a Videochip, the VDG 6847.

The character set width is identical to that of the Spectrum. The Laser 210 also outputs 32 characters in one line, but only 16 lines are displayed on the screen, compared to the 21 lines of the Spectrum.

The Laser 210 has a whole range of connections on the back. In addition to the HF output for connection to a television set, it also offers a FBAS output for a monitor. A connection for a cassette recorder is led out as a 3.5mm stereo socket, as is the connection for the power supply unit, a hollow socket as on the Spectrum, except that the live connection is not on the outside but, as with most other power supply connections, on the inside of the pin. The power supply is therefore not compatible with the Spectrum.

Whoever opens it is his own fault!

The peripheral port and memory expansion port are located under a cover. The Laser 210 can be expanded to 64 kB memory with a memory module. Various other interfaces can be connected to the peripheral port, such as joystick, printer or floppy disk interfaces. As laser computers were not very common in our country, these extensions are almost not to be found anymore. On the right side there is a big on/off switch, on the top side a power LED indicates if the computer is on.

If you unscrew the Laser 210, i.e. open the housing, you will notice the shielding plate covering almost everything and the absolute service-unfriendliness. The device is built in such a way that it is extremely difficult to get at the components. It is noticeable that

nothing is plugged in but everything is soldered. Although this guarantees a very high contact reliability of the connections, it makes any necessary repair much more difficult. Thus the large shielding plate is soldered to the board. In order to get to the components, the metal sheet must first be removed, which can prove to be very time-consuming. Below the board there is also a shielding plate. This is to shield HF-interferences and does not make the computer more beautiful but only heavier. I could imagine that this shielding is a concession to the Deutsche Bundespost, which was concerned about the pollution of the environment by electromagnetic radiation and tried to prevent it.

When I got the Laser 210, I unscrewed it, cleaned it and screwed it back on. As a curiosity by the way, there is a sticker on the back above the serial number. It points out that there are no usable parts for anyone inside the device. That the manufacturer has not made a huge mistake...

The Laser 210 from inside

In summary, the Laser 210 is a beautiful device that, like the ZX Spectrum, has a fan base. It should be noted that there is little more on the Internet than general information. So I looked in vain for a manual or further information. Many of the further links are empty, other sites have not been maintained for many years. Therefore it is relatively difficult to develop reasonably useful programs on the Laser 210. Trying is more like "try and error" than working in a meaningful way. A pity actually.

The Laser 210, like the other computers in the Laser range, has earned its place in the history books of home computers. It has contributed to the diversity that enriched the home computer wilderness of the early 80s of the last century.

GOTEK-FLOPPY-EMULATOR FOR THE ZX SPECTRUM +3

BY JOACHIM GEUPEL

A few weeks ago I came across the Gotek floppy emulator. I had known the device for quite a while, but I saw no reason to buy one. But that had changed, because the internal 3 inch floppy drive in the ZXS+3 showed signs of failure. As it turned out, the previous owner had exchanged the drive belt with a standard household rubber belt, which at first still worked, but became hard and dry over time. So the motor was still running, but its power was no longer transferred to the mechanics. Thomas had no more drive belts in his shop, so

sintech I had to look around on Ebay. The drive belt finally came from Spain. In this time I

discovered the Gotek floppy emulator, which was and is offered by Yuri Prokushev from the Russian Federation. As expected, the drive belt of the 3-inch floppy from Spain arrived before the Gotek Floppy Emulator, so the floppy drive is now working again, but finally the Gotek drive had arrived at my home.

What is a Gotek-Floppy-Emulator and how does it work?

Like so many things in everyday life, the Gotek-Drive comes from China. It is sold in several variants, mainly the HD disk formats of the 3 1/2 inch - and 5 1/4 inch disks are supported. One version supports the 720kB format of the DD disks and via different configurations, which are read in by a config file when the drive is started, exotic formats like the 170kB format of the Spectrum+3 and the CPC 6128 are also supported. In addition, the device is also available as an USB version for the PC. Finally, in addition to the Shugart standard, the interface of the old IBM PCs is supported. The case is available in two colours, black and grey. Matching the Spectrum +3 the Gotek is sold in black. On the website of Gotek in China you can still find some variants for industrial applications, knitting machines and keyboards from Korg and Yamaha.

Technology of the Gotek

The heart of the emulator is an ARM Cortex-M3 STM32F105RB micro-controller ⑤, which is clocked at 72 MHz. It contains 64kByte RAM as well as a 128kByte flash memory with the firmware necessary for operation. The ARM processors were developed by Acorn in 1983. However, the "A" no longer stands for "Acorn" but for "Advanced". The "R" stands for "Risc" and indicates that the processor works with a reduced and more efficient command set, which makes it fast. Finally, the "M" stands for "Machine", which means that no organic components are in the Chip, even if jam or yoghurt is emptied over it.

Position ①: this is a four-pin connector for the power supply, but it is not used here in the Gotek, because a 5V switching power supply is built in.

② shows the interface required for programming the ARM controller. It can be used for updates of the firmware.

At position ③ you can find the jumpers, which can also be found in a conventional floppy drive. The jumpers J5, JC and JB are undocumented. Jumper JA activates the Ready signal of the Gotek to the bus. This is not needed in the Spectrum. S0 and S1 are used for Drive Select A or B

The jumper MO passes the Motor On signal from the computer to the Drive, if the Jumper is set.

④ shows the Shugart-Bus, the de facto standard pinout for floppy disk drives. There are some more Standards for the operation of floppy disk drives, but the shugart bus has finally become the standard.

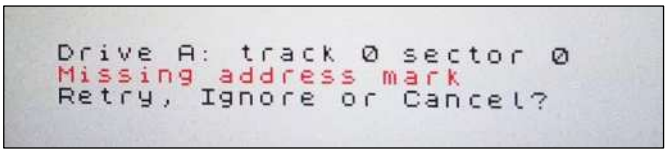
Position ⑥ shows the mini power supply, which probably comes from a 5V USB power supply.

The three-digit LED display ⑦ shows the operating status and the position of the track that is currently being read. ⑧ is the port for the USB stick, and at position ⑨ there are the two buttons for selecting the floppy disk images. They are used to count the images back and forth. The LED is also located nearby, which indicates access to the Gotek.

Setting up the GOTEK for the first time!

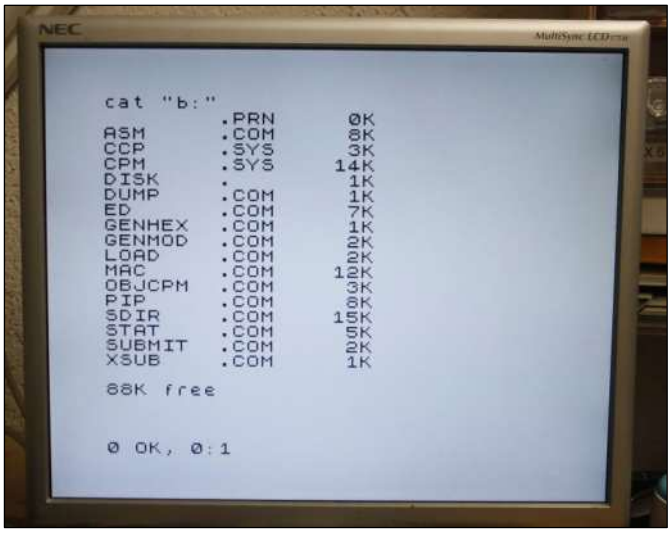
Before the Gotek arrived in mid-August, it had had a two-week holiday at the customs duty. Why it took the ladies and gentlemen so long to release it to me, is a mystery to me. Perhaps a few thousand others ordered such a part at the same time as I did, and mine was cleared in the end...

The Gotek was delivered with a mains connection, an 8GB USB stick and a short connection cable with a suitable slot connector for the Spectrum, so there was no obstacle to set up the GOTEK to the ZX Spectrum. Yuri has built in a tiny switching power supply inside, which probably comes from a USB power supply.



It really wouldn't have been necessary...

So I enthusiastically took my Spectrum +3 off the shelf and placed it on the table. Immediately the first Problem showed up:



»CAT "b:"«

Which direction was correct for the cable? A coding notch is milled into the board at the diskette connector of the +3, but this is useless if the slot connector belonging to it does not have a coding bar in the connector. Fortunately I could help myself. From the time, when external floppy disk drives for various computers were almost unaffordable for me (a young family father, sole proprietor...), I had to build them myself from individual parts, in my case for the Atari ST. So I still had a documentation and Pinout for the Shugart-Bus. All odd pin numbers, which are all on one side of the plug, are on GND. These pins are directly connected to the middle pins of the four-pin power connector, this is GND at the GOTEK. The Spectrum has the same pinout. On the edge connector the 0V pins are known exactly: Pin 6, 7 and 14 on the lower side are GND. I "beeped" through the cable on the Gotek with a continuity tester to the edge floppy connector of the ZX Spectrum. In short: it worked and the slot connector was plugged correctly onto the Spectrum.

The function test was perfect: the access to the Gotek via **»Cat "b:"«** showed up the directory of the CPM 2.2 image, that was pre-installed on the USB stick.

Because CPM cannot be started from drive B, I wanted to copy the complete image onto a 3 inch floppy disk in drive A. But too bad; this didn't work. After typing "cat" at first only the buzzing of the drive could be heard. At the same time the display of the Gotek counted the tracks from 0 to

39, and on the screen the spectrum acknowledged the access with "Missing address mark".

Here again I was lucky. Via Ebay I contacted the seller, Yuri Prokushev, who replied within five (!) minutes. He promised to look at the problem and send me a solution.

One more thing to say about Yuri: he cares well. I got a Trump-Card for my QL from him (the Trump Card not to be confused with the eponymous moron from the USA!). On the Trump card the floppy-controller was broken after a short time. I replaced it with one of my own and contacted Yuri via Ebay as well. He sent me a new controller via express, which arrived within a little more than a week. I assume that Yuri did not earn anything on the Trump Card...

Back to the present and my Drive-Problem. The next morning the answer from Yuri arrived. There was a diode in the cable, which for whatever reason connected pin 1 with pin 18 on the slot connector. In combination with Jumper 1, Motor On, which I had to remove, the error was eliminated.

And this is what it looks like - the Gotek at the Spectrum +3

Further on .....

And this is what it looks like - the Gotek at the Spectrum +3

In the meantime, I have copied some disk images to the USB stick. Each one can be selected with the two buttons on the front side. The access speed is not faster than on the 3 inch floppy drive - but this is not a problem to me. Now all I have to do is pull down interesting images from somewhere and copy them to the USB stick.

The Gotek floppy emulator is worth its price, at least for those who would like to have the data in a safe place (SD-Card). My 3 inch floppy disks are failing more and more. I will copy some images of my choice to the USB stick, delete them and use them as empty images; there is enough space on the stick - after all, 999 images are managed by Gotek.

If you don't want to do without the Spectrum 128 editor and still want to have a large selection of software, the Gotek is a good possibility. Otherwise the DivMMC Enjoy! clearly is inferior in flexibility and access speed. And as for the Next, the Gotek is not an issue anyway..

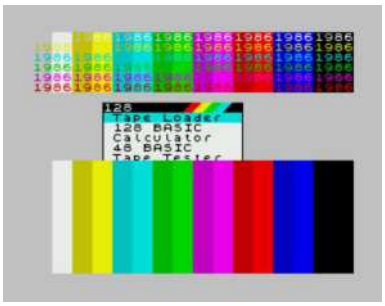
DEMOS 2018

BY THOMAS EBERLE

Welcome to our Demos section, this time separate from the games software, but still ordered by years. We are in the year 2018, currently….

Similar to the games section, there are many demos, but of greater variety. Very often only single effects appear, as a short 1K intro, later the effects are bundled into real demos. People are still coming up with new ideas and new effects. If possible, we will also look at demos for the new Spectrum Next, but that is for later. In the first place we will look at complete demos, only in exceptional cases we will look at short intros.

»(C) 1986 Sinclair Rese..OUCH!« ***by Bfox***



Right at the beginning an intro example, which does not even occupy 1K, but only 256Bytes (compressed). Amazing, what you can achieve by using ROM content, the background image with all colours is stored in ROM as well as the menu that scrolls over the screen. So, you only need a scroll routine and the short sound. The scrolling is very soft, the sound short and good. Amazing! Because of the different ROMs it only

runs on Spectrum 128, Spectrum +2 (not +2A), Pentagon and Scorpion.

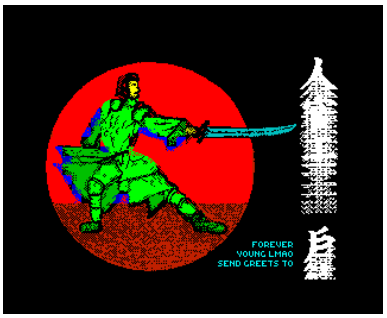
http://events.retroscene.org/files/dhl2018/le_256b_Intro/c_1986_sinclair_rese..ouch.zip

»Yet Another Sibcrew Demo« *by sibCrew*

Whether the boys are really from Siberia is debatable. But they have surprised us again and again in the past. This time, the demo is holding back quite a bit in the beginning, the effects not only old, but also (deliberately) badly done. The idea behind it is probably to have some headroom for continuous improvement, and then end up in a colourful Hydra effect. Very well done, the files are only available on TRD in the internet, but should run on other computers without problems.

http://www.retrosouls.net/zx/yasd.trd

»lmao« *by Outsiders*



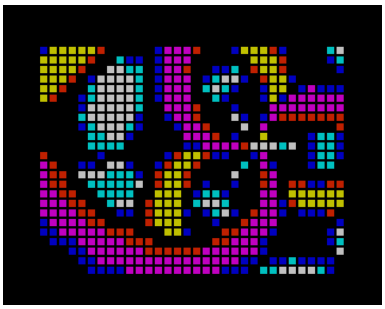
This demo also comes from Russia and follows far-eastDemos 2018

Welcome to our Demos section, this time separated from the game software, but still ordered by years. We are in the year 2018.

Similar to the games section, there are many demos, but of greater variety. Very often only single effects appear, as a short 1K intro, later the effects are bundled into real demos. There are still new ideas and new effects. As far as possible we will also look at demos for the new Spectrum Next, but that will be later. In the first place we will look at complete demos, only in exceptional cases we will look at short intros.

»The Deep« *by sibCrew*

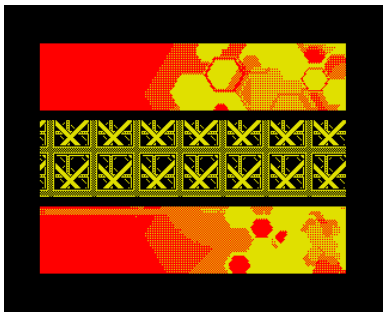
SibCrew actually managed to catch up with the likes of Hooy Programs and *Gemba Boys* and finally scored the »Forever« to Russia. This winning demo doesn't have any breathtaking new effects,



but it does have a fine balance of graphic effects and sound. The whole thing starts with the opening credits advising to take a deep breath, the effects are fast and technically clean, overscan colours over the whole screen have been seen a lot in the last 30 years, but maybe never so fast. In between just as fast and colourful plasma effects. Unfortunately, the demo does not need many words, not even greetings or credits. It did win anyway.

http://www.retrosouls.net/zx/deep.zip

»Balik« *by Gemba Boys*



The association of almost all Czech and Slovakian coders submitted a BASIC demo to »Forever« this time and it is very remarkable. If you know that it is not a machine code, then there is a question mark over your head ... What is it then? I also can't believe it yet and I think there will be some machine code hidden in BASIC lines, but it is very well done. On the other hand, breathtaking effects are not, cannot be. Also the sound of Basic is not very appealing. The visitors of »Forever« appreciated the engagement, but it was only enough for 2nd place.

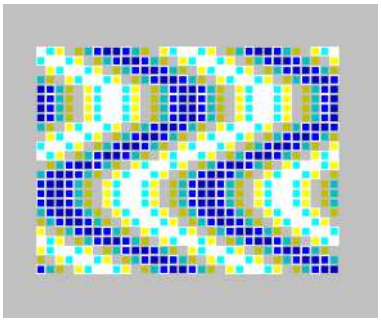
https://gemba.speccy.cz/downloads/gembaboys_balik.zip

»Speccyzanci« *by Joker*

The Polish coders' contribution to »Forever«, features a well-known but popular character that scurries across the screen as an animation. The whole thing is amusing, but unfortunately it has been done before. The whole thing turns out to be an invitation to the »Speccy.pl Show« and as such

is not bad. But it was only enough for place 3 (of 3).

»THX ZX!« *by Resistance & RetroKomp/LoadError*



No new group in the demo scene but still the first production for the Speccy. Since some of the visitors of Speccy.pl support one of their parties, they contributed to the Speccy.pl party and made a first demo. You can tell, they are professionals. The demos have a really exhilarating sound and nice graphic effects. Nothing that hasn't been done before, but still good and perfectly tuned. Definitely have a look.

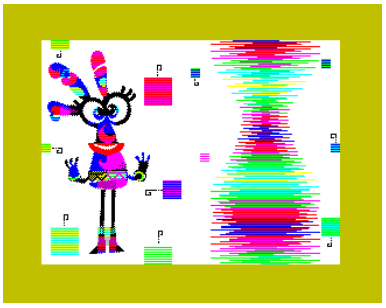
http://www.emucamp.com/rse/ZX48kAYexe_RSE+RKLEteam_THX-ZX.zip

»Attribute 2 You« *by Mat Gubbins*

Another newcomer, at least to my knowledge. The demo is very colourful, but short. The coder shows us how easy it is to make different effects just with attributes, it doesn't always need multicolour. Yerzmyeye provided the sound, cool and fits well. Successful debut, which was not released at any demo party before.

https://spectrumcomputing.co.uk/zxdb/sinclair/entries/0034292/Attribute2You.tap.zip

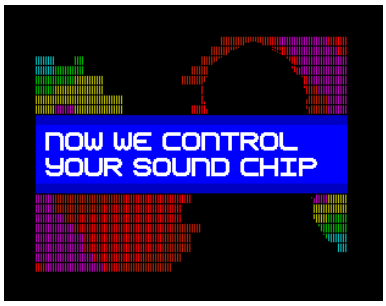
»qumi demo« *by qumi-team & sibCrew*



Another demo of a newly assembled crew. But the coders apparently only assembled for this demo to participate at the multimatograph. In the beginning the demo pretends to consist of basic effects only. This constantly improves up until multicolour effects at the end. In the same way the music improves and becomes more and more modern. Throughout the demo it is colourful, even in the basic part. Sometimes the effects are repeated, first in the (fake) BASIC and then in machine code. Unfortunately, only available as TRD, converting it might not be very easy, because it reloads. Emulators can do that of course.

http://www.retrosouls.net/zx/qumi_demo.zip

»atarin« *by Techno Lab*



Techno Lab is back with a short but good demo. Basically, there is only one plasma effect, but it is quite good. But what is really special is the sound, which resembles a typical Atari SID sound. I can't judge that, but it sounds different. Personally, I don't like the sound very much, maybe I'm just too much of an AY-fan. Nevertheless, worth seeing and listening can't hurt.

http://events.retroscene.org/files/mf2018/8Bit_demo/atarin_postparty.zip

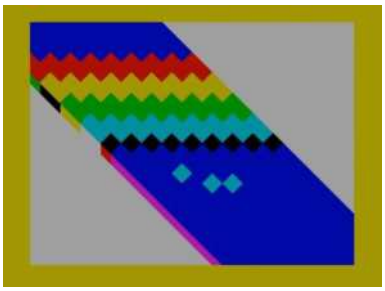
»Marinows« *by Insiders*

This demo, which won the competition *»Multima-to-graf18«,* was controversial at first, because when videos appeared which enthused people so much, it was already assumed that it would not be a demo running on the Spectrum at all. However, the team decided not to release a binary version, so there is only a video:

Since the successor Size Matters on the *»Chaos Construction«* uses quite similar effects, it can be assumed that the demo is real. If one of our readers gets the proper file, please contact us.

https://www.youtube.com/watch?v=KHt924PFs3w

»CSP2018« *by Invitation*



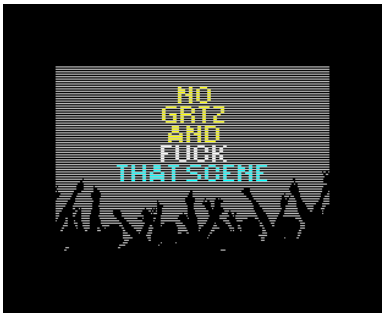
Although there is no name on it, I suspect the *SibCrew* for the "Crazy Siberian Party Invitation 2018". The demo doesn't have many effects, but a coloured attribute diagonal scroller, which I have never seen before. Of course the scroller can't be without jerking, but it is still well done. The music is well done and fits absolutely well. The scroller contains not only writing but also graphics, at least a successful invitation. Unfortunately only on TRD.

http://events.retroscene.org/files/mf2018/8Bit_demo/csp2018_invitation.zip

or as YouTube video

http://events.retroscene.org/mf2018/8Bit_demo/1711

»no grtz to diver« *by sibCrew*



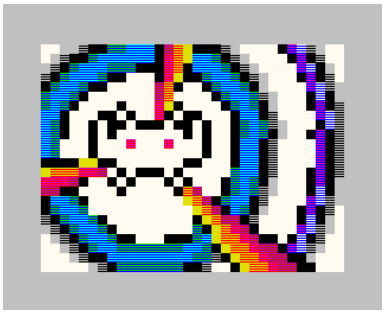
The guys from sibCrew have been very busy again in 2018. apparently »DIVER« feels too little greeted in other demos and expresses his bitterness in a demo. Much to our pleasure, because the demo is quite respectable. Like many productions of the *sibCrew* it starts quite easy and improves more and more. There are no insanely new effects, but several parts make the whole thing a long and well coordinated demo. Graphically it could offer a bit more, but the music is very appropriate. Unfortunately, *sibCrew* publishes everything only on TRD. A great pity.

»Buttercream Sputnik« *by HOOY-PROGRAM*

Things had become a bit quieter around Gasman, but that doesn't mean anything. In this demo, he shows a graphic mode (no higher resolution, but more colourful than the normal mode). It uses a 4 by 4 colour resolution, which is an improvement to the normal 8 x 8 pixels. Add a nice sound, a ticker and the best part of the demo: The announcement of further Gasman productions. So, open your eyes, something is coming.

https://files.scene.org/view/parties/2018/nova18/oldschool_demo/hooy-program_-_buttercream_sputnik.zip

»demo without twister« *by sibCrew*



SibCrew was very busy in the last two years, but somehow they wanted to do something new. No more Twister... this demo has been released with at least one completely new effect. Very colourful grids flashing diagonally on the screen... There is always something new. The other effects are not so new, but still well done. The music is very entertaining and is more like music for a game, but that fits very well, because the "Space Invaders" are also very influential in this demo. Altogether a bit short, but very entertaining. The demo is on TRD-disk as always with *sibCrew*, but can be converted relatively easily.

http://events.retroscene.org/files/dh2018/LowEnd_Demo/dwot_party_version.zip

»Two Thousand« *by Stardust*

With Stardust a new group from Russia is reaching for the stars...or for the first places in the demo competitions. They made their debut in 2018 at Russia's biggest demo party: »*Chaos Construction«* and reached third place. The demo is very colourful and contains good and also difficult effects without colour clash. The Chunk graphics can be argued about, technically it is very good anyway. The sound doesn't stand out either, is certainly not bad and well-tuned to the whole demo. But the makers of the demo are not completely new. Stardust consists of »*sq«*, which I think was formerly known as *»Skrju«*, and has worked on many demos, and "Moving along", who is respon-

sible for the very good graphics. We will certainly hear and see more from this group, which also includes other coders. The demo is of course TRD, but seems to be convertible if you change the basic. Why also the new groups continue to produce their demos as TAP remains a mystery to me. Download on:

http://bay6.retroscene.org/files/cc18/stardust-twothousand.zip

»oopsooca« *by Outsiders*

This demo was supposed to be an invitation for a graphics competition. But in the end, this invitation won second place at the *»Chaos Construction«*.

The demo starts with a nice introduction in comic form and then increases with some nice effects and graphics. All-in-all, there is no big aha-effect concerning the technical side, but the demo is very well tuned and the Britney Spears song that was converted here for the Spectrum creates the right atmosphere. With humour and skill a great production, unfortunately on TRD and in any case a bit more complicated to convert.

http://ftp.cc.org.ru/2018/zx_spectrum_640k_demo/oopsooca.zip

»Size Matters« *by Insiders*

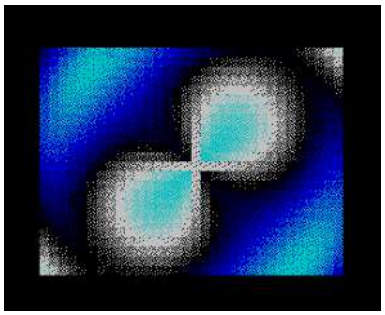
After the *»outsiders«* come the *»insiders«*. I think it is a coincidence or a joke, the two groups have nothing to do with each other.

After a short introduction the demo starts with a full screen raster scan and other colourful effects like twister and plasma. The whole thing is underlined by a very well fitting and groovy music, which mainly uses very good drum-like basses. Very good is also a lava effect, with which the demo unfortunately ends a bit abruptly. There are not many lyrics, but the 8th place for this product is not understandable, actually a winner.

This time the demo is downloadable on TRD, there is no TAP version. But according to the basics I think that a TAP version is quite easy to create.

http://ftp.cc.org.ru/2018/zx_spectrum_640k_demo/

»Story« *by G0blinish*

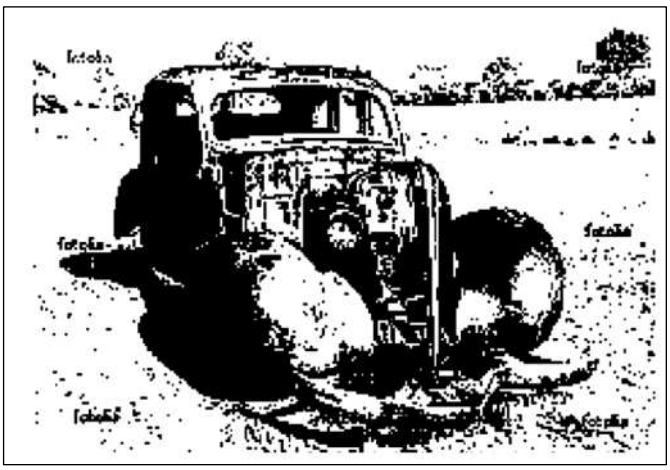


This demo reminds you of an earlier *»Skriju demo«*, not by chance. But the creator probably wanted to make it better and I think he did. Instead of the pure monochrome story mode he chose more effects and colours and also a more sophisticated music. He would have done better just to come up with a different story, but maybe there will be a competition among coders to see who tells the best love story...

Unfortunately, this demo is only available on TRD and with simple means this will not change. Nevertheless, you can watch it on an emulator:

http://g0blinish.ucoz.ru/demo3/Story.zip

That's it from the demo scene in 2018, except for a few short and less interesting demos we have reported on everything. It becomes clear that more and more productions are programmed just for the demo shows. Russian demos dominate. When will there be a German program again?



GAMES 2018

VON THOMAS EBERLE & ELLVIS

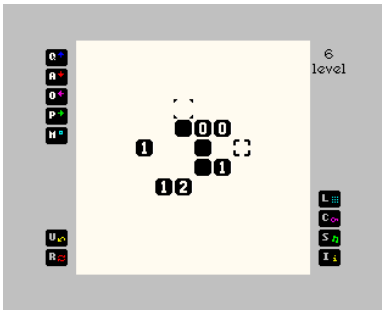
Finally I got the help I was hoping for and Ellvis is helping me with the game tests for 2018. You may notice the different styles in the reviews, but we try to judge both as objectively as possible and give you a choice for the best programs of 2018 (and soon 2019, 2020...). The order here is roughly the order of appearance.

The flood of software is still continuing, so this is not an easy task. However, we have improved a bit, in the future we will list the places where you can get the games. Almost all games are available in TAP format and therefore relatively easy to convert for the various disc systems.

The editors of new Crash have announced that they will review all new programs in the future. I am not so sure if they realise what they promised here. But we are also doing our best to meet this demand. For the umpteenth new edition of Jet-Set-Willy etc., however - I am on strike... We have raised the standards a little bit in order to cope with the flood of software and therefore we only test the games that we consider to be the better ones. Programmers who are still at the beginning shouldn't be disappointed if there is no room for their games here yet, all beginnings are hard and some who don't make it right away will make it later. But every user is free to send us a report about a game he has discovered.

Let us begin...

»Stepping Stones« - *ub88od, Martin Borik*



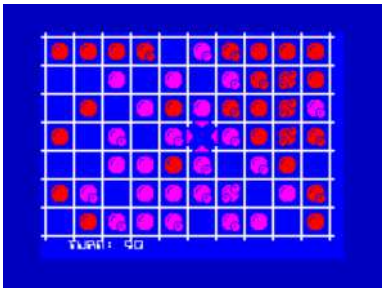
The first one is a representative of the popular puzzle game genre. In this game you have to bridge the gap to the goal with the game pieces. You start with several stacks of stones. The height of a stack is represented by a number. In order to reach the goal, there must be enough game pieces to bridge the gap, one piece must be placed on each field. Occupied fields may be skipped. If I have four fields to the goal, but only three stones, I have to look for another stack of stones to occupy one of the fields, so that I can skip one. Sounds easy, but it is not. Even after level 3 the brooding started and already one level further the time I wanted to take for the game test was already over.

But it promises a lot of fun and brooding, if necessary, with the help of friends and family.

The graphics are simple, too simple maybe even for a puzzle game. Colour would have been nice, even though this is of course completely irrelevant to the game. The game has very good AY-sound, but you can switch it off to concentrate better. In general, the game can be controlled very well via keys. There is no option for a joystick.

https://spectrumcomputing.co.uk/zxdb/sinclair/entries/0032208/SteppingStones.tap.zip

»Atoms« - *Gouldfish Games*



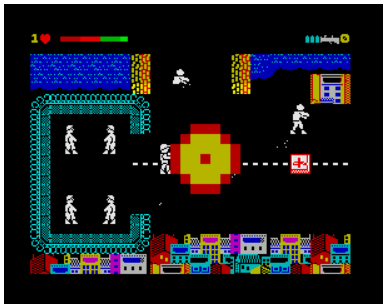
»Atoms« is a logical board game. We have a board with 10x7 squares on which we can move freely during our turn and put an atom on an empty square. When we do this, our opponent's turn comes and does the same. The aim of the game is to free all the squares from the atoms of the opponent. Besides placing new atoms, we can improve existing atoms by adding an electron. We can do this twice. When we do it the third time, the atom explodes, clears its field and places four new atoms, on the fields up, down, left and right to the original one. If atoms already exist, they get an electron upgrade. If they are already fully upgraded, they explode in turn and can even start a chain reaction. If there are atoms of enemies, they become ours and the same rules apply. In this way, we clean the fields from the atoms of the enemies. On the other hand, the same rules are applied to us.

After loading the game, we can choose how many players play and which ones are played by the computer. We can also choose to play only between humans, so tyou can play with friends. Each

player has his own colour. During the game there is a counter below the playing field. The game is controlled using the cursor keys (5 - 8 with SHIFT) and the SPACEBAR, which makes playing on the original ZX Spectrum a bit uncomfortable. Also, the game sometimes seems to hang, so it needs to be reset and reloaded. I still managed to win a few times. For Spectrum 48k there is no music but sound effects. *»Atoms«* is a nice little game that is really fun when played with a few people. It won't take much time, but it is one of those games that can be picked up and played from time to time.

https://spectrumcomputing.co.uk/zxdb/sinclair/entries/0032176/Atoms.tap.zip

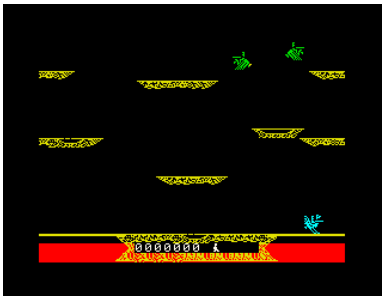
"ZXombies: Dead Flesh" - *James Broad*



This game, inspired by the TV series *»The Walking Dead«* has kept me occupied for longer than I expected. Although the graphics are rather mediocre, the game's action is really captivating. The aim of the game is to save 12 other survivors of the zombie Apocalypse. This is not easy, because the zombies are numerous and ammunition is scarce. Fortunately, you can find various weapons. So, there are different firearms, rake-throwers, mines with radio trigger... The zombies move quite predictably, simply towards the supposed victim. The mission becomes difficult because you also have to save unarmed people. So, you don't only have to save yourself, but also sneak the others through the zombie hordes.

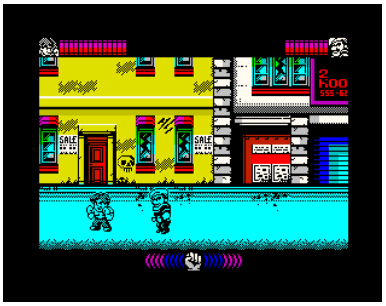
Unfortunately, the perspective is not very realistic, it is supposed to be a kind of top-side view. So, this reduces a little bit the room for maneuver, and you can get stuck with your head on things lying on the ground. Well, but how realistic in a zombie game anyhow? Anyway, it is fun and there is a lot to discover despite the simple graphics. The AY-sound fits well to the game and makes the whole thing a little bit more scary. Not only for fans of the cult series something to discover.

»Roust« - *Allan Turvey*



A lot of games were created in a conversion contest and another port is this game. "Roust" is only a variation of *»Joust«* and thus this game is about pushing the opponent off his steed with a lance. The only difference is that there are no horses, but huge birds and the fight is not only on the ground but also up in the air. I happen to know "Joust" from the *Atari VCS 2600* and was never a fan of it. For me, it was rather too random whether one wins a lance walk. The graphics of the Spectrum is of course better than the *VCS*, but still it's rather low- level. For this it is a pretty exact conversion of a former arcade hit, even if it was before the Spectrum. If you like it, take a look. Please do not expect any special graphics or sound.

»Mighty Final Fight« - *by SaNchez [Aleksander Udotov], Eugene Rogulin, Nik-O (Russia)*



Beat 'em up? Although the software flood tends to continue, good beat-em-up games are rather scarce on the Spectrum. Besides classics like *»Way of the Exploding Fist«*, most of you might remember "Renegade". This new game from Russia is not unlike it. The game action is simply much faster and the number of moves and strokes is higher. So high, it even needs a tutorial to explain all the moves, but I couldn't remember all of them. Remarkable is the amazingly good and colourful graphics with many small details. Now and then you can see a mouse scurrying across the screen. The action is very fast, I would say like twice as fast as *»Renegade«*. But it's not frustrating, the game is much more fun in hi-speed. Of course, the energy bar can quickly drop if you take too many hits, and die. But you can also refill the energy again and again. There are many different opponents, including bosses that are particularly difficult but can be defeated. With a bit of patience, you can learn all the strikes and of course

will have a better chance to play to the end. However, you might have to turn off the sound at some point, it's ok for a while, but then the sound is too hectic and monotonous.

All in all, a top production that was created within the *»ZX-Dev Conversions Competition«*. The original was made by *Nintendo*, the *Spectrum128* version is freely downloadable from:

https://spectrumcomputing.co.uk/zxdb/sinclair/entries/0032221/MightyFinalFight.tap.zip

»The Adventures of Jane Jelly 3« - *The Egg Diamond - Jaime Grilo*

Here we have the third episode of *»Jane Jelly«* and her adventures on the Spectrum. This time Jane went to Bad Guy Island to find an egg diamond.

This is an action adventure where we have to jump on platforms, climb ladders, search for different items and then use them in the right places. There are also some enemies who try to make us fail in our search. Interesting here is the fact that if a bad guy catches us, we don't really lose a life, but are put into a prison. Undressed! If this happens, we have to escape from the prison (it is possible with a little practice - go left and right, jump on and push up). Every time we escape from the prison, we have to find our clothes and also all the items we had.

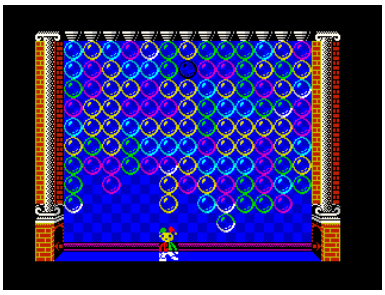
We have to find three items: a key, a lever for our boat, and the diamond itself. As mentioned before, we also need to find our clothes if we have been in a prison. A small complication here is that the chests with objects are not marked, so we have to try them all to see if they are empty or not. The game itself is on 21 screens, so orientation is easy even without maps. Various birds in the game reduce our energy, which we can re-fill with bottles all over the island. We have 3 lives and can only be locked up 3 times before we meet the big boss, which means end of the game for us.

The game has been created with Arcade Game Designer, and, compared to the previous two versions, the engine has been slightly improved. For example, Jane does not have to jump when she goes uphill. The graphics are average, it is clear to see what is going on on screen. We don't really need to visit each and every screen in a game to complete it, but since the items aren't really marked where they are, we'll have to wander around in the game a bit. If we play the game on a Spectrum 128k, AY music will be played, otherwise we will get 48k sounds.

»Jane Jelly 3« is not a great game. It's also not the easiest thing to play. But it can be fun for a while for those who like modern platform games with a bit of adventure. But it's probably nothing you want to come back to once you've made it.

https://spectrumcomputing.co.uk/zxdb/sinclair/entries/0032228/JaneJelly3-EggDiamond.tap.zip

»Extruder« - *Rui Martins*



This game is an incarnation of *»Magical Drop 2«*, a well-known Neo Geo title. The principle of the game is quickly explained: coloured balls spread out more and more. They must not reach the bottom edge of the screen. The player avoids this by taking the balls of one colour out of the whole picture and then shooting together at a remaining ball. All of them will then burst, in the best case a number of other balls will burst as well. What sounds simple is made more difficult by the sheer speed of the game, because the balls rush downwards at about three-second intervals. It is not possible to think long and hard about removing or sorting the balls and letting them burst as quickly as possible.

The hectic little game is made more difficult by the sometimes difficult to recognise colours. You will probably need a good monitor, preferably a Spectrum Next with HDMI output or a ZX-VGA interface. But apart from that it is a very well-done implementation. The graphics are absolutely adequate, maybe even more colorful than needed. In the main menu there is also a zoom effect for the ticker. Only musically the game simply offers nothing. Nevertheless, a good conversion, who is enthusiastic about the game idea, should get it. It is free and can be downloaded here:

https://spectrumcomputing.co.uk/zxdb/sinclair/entries/0032230/Extruder.tap.zip

»Ninja Gaiden Shadow Warriors« -
Jerri [Yuri Potapov], DaRkHoRaCe [Paolo Arus], Diver [Aleksey Golubtsov]

The quality of games produced in teams, where the programmers live thousands of kilometers apart is amazing.

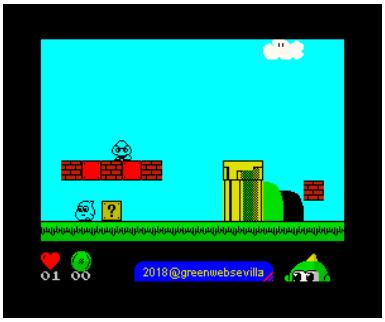
»Ninja Gaiden Shadow Warriors« would definitely have been one of the sales hits of the year in the commercial Spectrum years. It reminds a bit of a mixture of *»Midnight Resistance«* and *»Batman-caped crusader«*.

Armed with a Ninja sword, the hero fights his way through a city full of enemies who want to prevent the gang from entering the city with all kinds of weapons. A kind of grapple helps to remove various obstacles.

The graphics are really first class, the title screen alone would have won any graphics competition. The game character is well animated and the controls work great and offer many steps and jumps. The opponents are partly a bit static, but still have nasty weapons which they use as well. The level of difficulty is just chosen so that no frustration sets in and you want to play on and on. The sound is unfortunately not quite able to keep up, but it is quite suitable. Has what it takes to be a super hit!

https://spectrumcomputing.co.uk/zxdb/sinclair/entries/0032232/NinjaGaidenShadowWarriors.tap.zip

»Gimmick! Yumetaro Odyssey« -
Antonio Perez, Igor Errazking



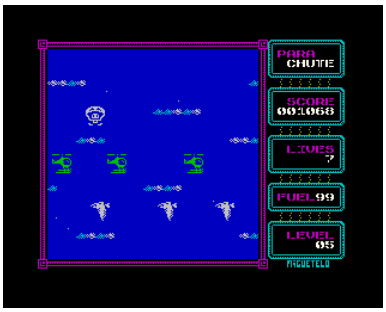
Why was there never a *Super Mario World* or *Giana Sisters* for the Spectrum? Looking at this game, you can't see any reason for that, at least not in terms of performance. It's a typical jump'n run game, but of the better kind, which is in no way inferior to its role models.

To escape from »Game City«, you have to collect some balls and bring them to the dragon, which then... well, you have to jump around and collect something. Everybody knows the principle of the game and with *»Super Wonderboy«* and many others-there were quite a few representatives on the Spectrum. But this game is characterised by a high playability and playing speed as well as good graphics. Only the collision detection I feel a bit too imprecise, at least it is not pixel exact (»I didn't touch there, honestly, I have witnesses!«). You guessed it, I found the level of difficulty to be quite high, exact jumping is the order of the day and there are many cases. Also, the order of the challenges is important, some obstacles can only be overcome if you have already got the necessary extras from other levels.

Despite the difficulties the game remains very playable and one of the best of its kind. The bouncing is accompanied by a catchy soundtrack, which completes the product. A must-see!

https://spectrumcomputing.co.uk/zxdb/sinclair/entries/0032233/GimmickYumetarosOdyssey(EN).tap.zip

»Parachute« - *Miguetelo*



Skydivers tend to have a hard time. Mainly birds but also the occasional helicopter or balloon disturb the way down and, as every parachutist knows, inevitably lead to a crash. At least in the game *»Parachute«* by *Miguetelo*. At the top of the screen the player jumps out of the plane at random and has to avoid all obstacles on his way down. Besides left and right the player can also accelerate his fall or even fly up. The faster fall, however, costs fuel for obscure reasons, while the flight to the top does not need any energy. Apart from this logical clash, the game is quite amusing and playable, even though it is quite difficult in higher levels. In the end it is a simple game with average graphics and a rather annoying AY soundtrack. Interesting for a short time.

https://spectrumcomputing.co.uk/zxdb/sinclair/entries/0032234/Parachute.tap.zip

»Scuttlebutt« - *Karl Hörnell*

Wherever this *Karl Hörnell* is from, he definitely does have strange ideas. In the play figure's living room suddenly appears... a huge hairy butt on the ceiling. What falls down there, nobody wants to have in the flat, but fortunately a bucket is within reach. Catch the droppings and go to the toilet. But be careful that the bucket doesn't overflow.

The idea of the game is relatively simple. What stands out is the good animation and generally finely drawn graphics. In any case it is weird, which is why I am reviewing it here.

The game is very easy to control. Collision detection is not picky, even if you catch the crap with your nose, it counts. Simply make sure nothing falls to the ground and the bucket doesn't overflow and you're set. You only have to move to the left or right. You are allowed to make three mistakes, then the game is over.

At the beginning you are welcomed with a small 48k beeper melody, the rest of the game is satisfied with falling noises. But it is free and fun. Download the game:

https://spectrumcomputing.co.uk/zxdb/sinclair/entries/0032295/Scuttlebutt.tap.zip

»The Amethyst Dagger« - *Rafael Vico Costa*

There is always a treasure to be found. This time it is the amethyst dagger and as usual the way to it will not be too easy. But why not give it a try?

»The Amethyst Dagger« is a little game based on a simple principle. We move through the maze to get a treasure, which is on the very last screen. Since the labyrinth is old and already collapsing, blocks tend to drop from above. We have to guide our hero across the screen and avoid the falling blocks. You can jump on blocks that are already on the ground to reach the screen's exit.

Falling blocks can be small or large. Since the game is based on randomness, the big blocks are a bit more complicated to pass, which can easily put us in an impossible situation. When we lose a life, we appear at the top of a screen and have a moment to decide where we want to take our fall. This can (or cannot) help us to pass the screen. Blocks only pile up to a certain level and the rest of them just disappear after they reach the top.

From time to time we see a falling heart. If we manage to collect it, we get an extra life. In later levels other blocks fall down too. They jump around and we have to use our fist to destroy them if we want to survive. Even later birds appear and we have to strike again.

Right next to the game area there is a status field. We can see our current score (10 points for each completed screen and one point for each fallen block that remains on the screen), the number of lives (we start with three of them), the number of current screens (levels) and a small map of what we have already passed. The graphics of the game are simple but beautiful. There are no sound effects, but we get AY music (even on 48k spectrum with an AY chip connected).

Although the game was made with *AGD*, it is not an ordinary platformer and brings a little novelty to the gameplay. It's fun to play, even though the falling blocks can take a while, so we often just wait for the proper block to fall. There is definitely a »one more game« factor here!

https://spectrumcomputing.co.uk/zxdb/sinclair/entries/0034664/TheAmethystDagger.tzx.zip

»All Hallows: Rise of the Pumpkin« - *Backpack games*

Deep in a forest kingdom there is a dark tower. It holds a sealed evil within its walls and uses magic made of moonstones. But the magic faded and has to be renewed and the doors have to be sealed again. And because it is All Hallows Eve, only a magical pumpkin can do the job!

So, we get the role of a magic pumpkin jumping around the old tower. The place may be old, but it is far from empty. As the ancient evil slowly wakes

up, it attracts a variety of dangerous creatures such as spiders, wandering demon skulls or bats, plasma balls, and lava. Some will kill our hero instantly, others will only consume his energy.

The special thing about the pumpkin is the constant bouncing. We cannot really control that, but after a few tries we can learn how to move around the tower effortlessly. This means that jumping up the ladders or accessible platforms is automatic and we have to avoid this ourselves if we do not want to go up. This is quite the opposite of what we have to do in other games.

The aim of the game is to climb the tower. On the way up we have to touch five moonstones. When we do that and then reach the top of the tower, we have to lock the doors there. Every now and then we find some locked doors. They have different colours and to open them we have to find a suitable coloured lever. To reach some special places in the game, we have to find magic tablets. There are three of them and they are differently coloured so we can see in which part of the tower they will help.

Right next to the game area is our status field. At the top we can see a number of lives.

We start with three lives and can only find a few in the game, then we see our energy, this can be replenished with the blue fire, five moonstones, those we have touched are highlighted, and below are the magic tablets we have already activated.

The graphics of the game are really good. Everything is very colourful, detailed and moves smoothly. It is very pleasant to look at. If we play the game on a Spectrum 128k, we will also get some very nice AY songs. Although the game is not too easy to play, it has a charm and the "always come back" factor.

All Hallows is an AGD game that pays tribute to Cauldron 2. And with style!

Download it on :

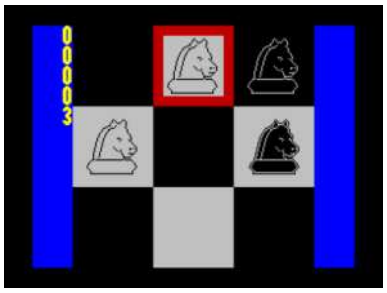
https://spectrumcomputing.co.uk/img/file_types/cassette.png

There is also a ULA+ version:

https://spectrumcomputing.co.uk/zxdb/sinclair/entries/0034417/AllHallows.tap.zip

»4 Knights« - *Shiny & Zergus8256*

What we have here is a simple puzzle game for one player. Four knights, two black on top and three white on the bottom, are placed on a small

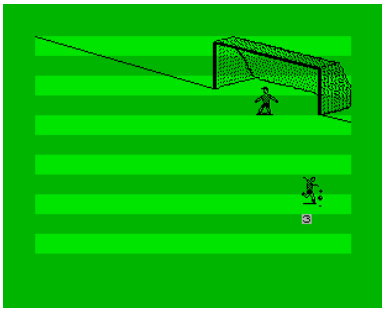


chessboard (3 x 3 squares) and our task is to swap their squares. The movement of the knights is the same as in a normal chess game. The graphics of the game are large and clear, to the left of the board is a pedometer. When the game is finished, beeper music is played. The game cannot be played again without resetting and reloading the computer. The red cursor is controlled by cursor keys or *QAOPM*. The new option to place a knight is indicated by a green square.

More interesting than the game itself is a technical side of the game. Everything is designed for 2KB, including all graphics and music. Although it is not a long-lasting game, it is a challenge. Can anyone solve it in 18 steps?

https://spectrumcomputing.co.uk/zxdb/sinclair/entries/0034363/4Knights.tap.zip

"Eurostriker" - *Valdz*



The predecessor *»ZX Striker«* is a very popular football game where you can play against human opponents or against the computer in a kind of league where it's all about scoring goals. That was fun already, the single-player successor is released now for cases where you miss fellow players:

»Eurostriker«. This game is much more extensive. You are a goal scorer in service to *Everton FC* in the fourth European league and you can shoot your way up. The shooting itself is similar to the predecessor, you have three buttons: shoot: W, left: A and right :D.

If you tap the shoot button briefly, you shoot volley and flat, the longer you press, the higher the ball goes. With left and right you adjust some effet when shooting. With the predecessor, you also had to watch out for the wind, not anymore. From close range you should not take any risks, volley into the corner is the safe shot.

It becomes more difficult when you get into a situation where you have to shoot from a distance. The clever long-range shot must be practised. There is training for this in every round. If you hit often, you will receive skill points. I don't know whether you can hit better with more skill points, but this could not be determined during the review period. But you should recommend yourselves to the coach for a starting position, otherwise you might find yourself sitting on the bench all game. As a goal scorer you are selfish, the team is not that important, the main thing is to become the top scorer. There seems to be the possibility of a transfer, I was never offered that.

The game is graphically not very elaborate. Also sound-technically there is not much, not even goal cheering. But it's fun anyway. In training as well as in the game, only the final goal situation is shown. You have only little time to finish the goal, an arrow moves left and right and you have to hit the right keys at the right moment. With some practice you can hit the goal from any position, but long shots are more difficult. Goal-closing situations appear when your own team creates an opportunity. This is shown by a ball in a bar, which represents the playing field. If you have a strong team, the ball often comes close to the penalty area and there are more opportunities. Therefore, a change should be well considered, because it is naturally important to score many goals. You can win the cup and advance to premier league.

I still have something ahead of me there. Let's go...

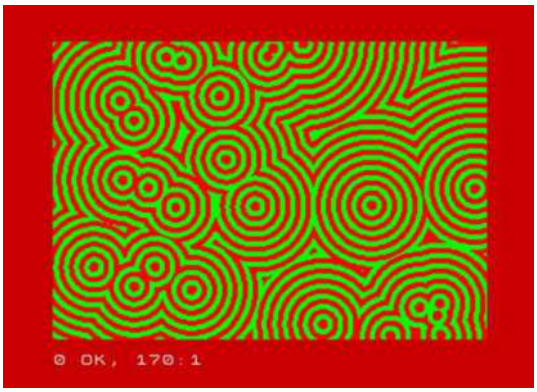
Download on:

https://spectrumcomputing.co.uk/zxdb/sinclair/entries/0032298/Eurostriker.tap.zip

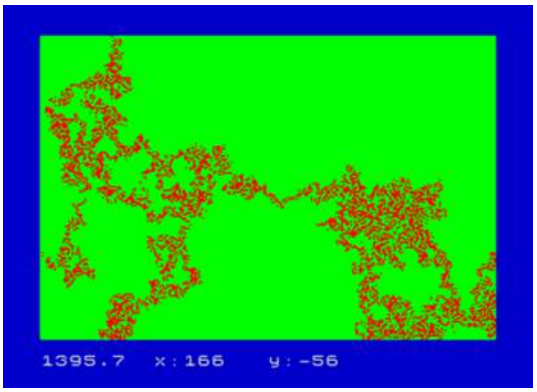
More in the next issue... there are still a lot of great games to look at...

BASIC GIMMICKS

```
  5 REM  by Uwe Geiken
 10 BORDER 2: PAPER 2: INK 4: CLS
 20 LET c=25
 30 DIM y(c): DIM x(c)
 40 FOR i=1 TO c
 50  LET y(i)=RND*175
 60  LET x(i)=RND*255
 70 NEXT i
 80 FOR x=0 TO 255
 90  FOR y=0 TO 175
100   LET r=255
110    FOR i=1 TO c
120     LET r1=SQR ((x-x(i))*(x-x(i))+
        (y-y(i))*(y-y(i)))
130     IF r1<r THEN LET r=r1
140    NEXT i
150   PLOT INVERSE (INT (r/3)/2=INT
     (INT (r/3)/2));x,y
160  NEXT y
170 NEXT X
```




```
  5 REM unknown
 10 BORDER 1: PAPER 4: INK 2: BRIGHT 1:
    OVER 1: CLS
 20 LET x=190
 30 LET y=1
 40 FOR f=0 TO 16000 STEP .05
 50   INPUT "": PRINT #0;
      INT (f*10)/10;TAB 8;"x:";
      INT x;TAB 16;"y:";INT y
 60   LET x=x+COS (f^3)
 70   LET y=y+SIN (f^3)
 80   IF y>175 THEN LET y=1
 90   IF x>255 OR x<0 THEN LET x=255
100   PLOT x,y
110 NEXT f
```



RETRO-LINKS

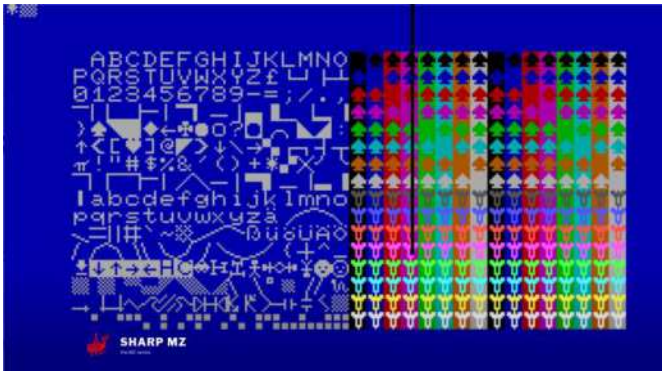
Links that can be found here are not only in German, there are also English language pages. The Spanish, Italian, Czech, Russian and Swahili sites are not included for the time being

The links are listed without detailed comments from me - just make your own judgement.

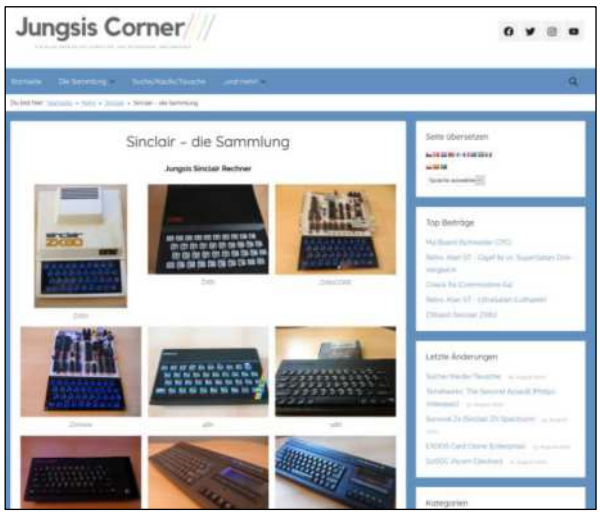
Joachim

The website of the **Atari Computer Museum,** from 8-Bit, to Portfolio.
http://www.atari-computermuseum.de

Wikipedia for CPC*:* **The CPCWiki**
https://www.cpcwiki.eu



Sharp MZ - the website of *Sharp MZ - Computers*
https://www.sharpmz.no/



This page is a must! Jungsi, in real life *Gerhard Jungsberger*, has a fantastic collection, which he presents here: **Jungsis Corner**
https://www.jungsi.de/

The page of **Schombi**, in real life *Stefan Schomburg.* This collection is gigantic. The guy has everything! And that he wears horns under his headscarf is a rumour!
https://schombi.de/https://schombi.de/

Georg Basse has an extensive collection of many different types of computers. He does not limit himself to 8-bit only.
http://www.georg-basse.de

Must be! **Sell My Retro**, the site for old and News. There's no getting around it...
https://www.sellmyretro.com/

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